

MASTER NINJA

Amiga

SYSTEM REQUIREMENTS

Required:

Commodore Amiga with at least 512K memory running

STARTING UP AMIGA 500, 2000

Master Ninja is self booting on the Amiga 2000 and 500. Simply put disk 1 into the drive and turn on your Amiga.

STARTING UP AMIGA 1000

To boot **Master Ninja** on the Amiga 1000, turn on your Amiga and install **Kickstart 1.2**. At the **Workbench** prompt place disk 1 of **Master Ninja** in the drive. The game will automatically boot up at this point.

CONTROLS

With a few exceptions, combat in **Master Ninja** is run entirely from the joystick. There are 24 moves, including weapons, your ninja can execute during hand-to-hand combat. Here is a list of weapons and their corresponding positions on the joystick.

Move	Joystick Position
Duck	Down
Jump	Up
Walk Left	Left
Walk Right	Right
Back Kick	Upper Left
Jump Side Kick	Upper Right
Forward Roll	Down Right
Backward Roll	Down Left

The following maneuvers require you to depress the joystick button as you move the joystick lever, thus the word 'Button' appears beside the joystick position.

Move	Joystick Position
Turning Kick	Button-Up
Kneeling Punch	Button-Right
Side Kick	Button-Left
Chop to Midsection	Button-Down
Reverse Punch	Button-Up Right
Elbow	Button-Down Right
Spinning Back Fist	Button-Down Left
Low Block	Button-Up Left

Weapons and the ability to change directions are controlled from the keyboard. The weapons, their corresponding keys and the number of times they can be used are:

Weapons	Key	Use Frequency
Shurikens (Throwing Stars)	7	9
Knife	8	2
Blinding Powder	9	3

Change Direction 0

(Note — The Back Kick maneuver also changes your ninja's direction.)

PAUSE SCREENS

Throughout **Master Ninja** there are pause screens that textually tell you how you are doing or graphically show you your upcoming obstacle. By pressing **ANY KEY**, you can move forward in your adventure.

SWORD COMBAT

When you enter Sanjo's treasure room, with the magic katana in your possession, you must work your way across the room, blocking shurikens thrown by an enemy ninja. After successfully negotiating the length of the room, you must kill the opposing ninja with a thrust of the magic katana.

During this special combat scene, the positions on the joystick assume different functions.

These are:

Move	Position
Walk Right	Right
Walk Left	Left
Block Shurkens	Up
Thrust to kill	Down

QUITTING THE GAME

To quit playing *Master Ninja*, place another boot disk in the internal drive and reboot the system as above. **CAUTION:** Never reboot the system or remove a disk while the disk access light is lit.

PARAGON SOFTWARE

PARAGON SOFTWARE CORPORATION
600 Rugh Street, Greensburg, Pa. 15601